Program 1: WAP in C++ to read random value of 100 elements in array. Find mean, mod, median, range, variance, Standard aviation.

Code:

```
#include<iostream>
#include<stdlib.h>
#include<ctime>
#include <bits/stdc++.h>
using namespace std;
int main()
{
   srand((unsigned) time(0));
   int array[100];
   for(int i=0;i<100;i++)
       array[i]=(rand() % 100) + 1;
         cout<<i<<": "<<array[i]<<endl;</pre>
//
   sort(array,array+100);
   for(int i=0;i<100;i++)
       cout<<i+1<<": "<<array[i]<<"\t";</pre>
   }
//Mean-----
   float mean = 0;
   float sum = 0;
   for(int i=0;i<100;i++)
       sum += array[i];
   }
   mean = sum/100;
//Median-----
   int n1 = array[50];
   int n2 = array[51];
   float median = (n1+n2)/2;
//mode-----
   int maxi = array[99] + 1;
   int count[maxi];
       cout<<"max="<<maxi;</pre>
   for (int i = 0; i < maxi; i++)
       count[i] = 0;
```

```
for (int i = 0; i < 100; i++)
        count[array[i]]++;
    int mode = 0;
    int k = count[0];
    for (int i = 0; i < maxi; i++)
        if (count[i] > k)
        {
            k = count[i];
            mode = i;
        }
    }
//range-----
    maxi = array[99];
    int mini = array[0];
    int range = maxi - mini;
//S.Deviation------
    float SD = 0.0;
    for(int i = 0; i < 100; ++i)
        SD += pow(array[i] - mean, 2);
    float variance = SD;
    SD = sqrt(SD/100);
    cout<<"\n\nmean= "<<mean<<endl;</pre>
    cout<<"median= "<<median<<endl;</pre>
    cout<<"mode= "<<mode<<endl;</pre>
    cout<<"variance= "<<variance<<endl;</pre>
    cout<<"SD= "<<SD;</pre>
    return 0;
}
```

Output:

```
| Table | Ta
```

Program 2: Demonstration of normalization technique. Code:

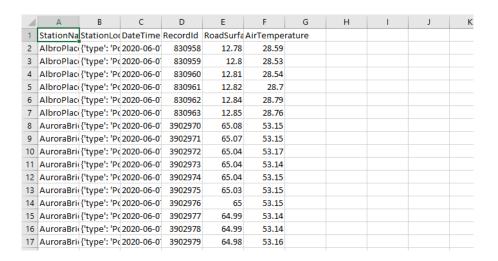
```
#include <iostream>
#include <string>
#include <fstream>
#include <vector>
#include<bits/stdc++.h>
#include <algorithm>
#include <math.h>
using namespace std;
int power(float num)
{
    int cou=0;
    while(num>1){
        num /= 10;
        cou++;
    }
    return cou;
}
int main(){
    string road,air,temp,line;
    vector<float> roadT;
      vector<float> airT;
    vector<float> roadTM;
      vector<float> airTM;
    vector<float> roadTZ;
      vector<float> airTZ;
    vector<float> roadTD;
      vector<float> airTD;
      int i,powOften_road,powOften_air = 0;
      float roadTmax,roadTmin,airTmax,airTmin,roadSD,airSD = 0;
      ifstream coeff("weather.csv");
//save data in vector formate
      if (coeff.is_open()) //if the file is open
      {
            //ignore first line
            string line;
            getline(coeff, line);
```

```
while (!coeff.eof())
            {
                  getline(coeff, temp, ',');getline(coeff, temp, ',');
                  getline(coeff, temp, ',');getline(coeff, temp, ',');
                  getline(coeff, temp, ',');getline(coeff, temp, ',');
                  getline(coeff, road, ',');
                  roadT.push back(stof(road));
                  getline(coeff, air, '\n');
                  airT.push_back(stof(air));
                  i += 1;
            }
            coeff.close();
            cout << "Number of lines: " << i-1 << endl;</pre>
      }
      else{
        cout << "Unable to open file"<<endl;</pre>
      }
//Min-Max normalization
    roadTmax = *max element(roadT.begin(), roadT.end());
    roadTmin = *min_element(roadT.begin(), roadT.end());
    for (auto& data : roadT) {
            roadTM.push back(((data - roadTmin)/(roadTmax-roadTmin))*(1-0)*(1));
    }
    airTmax = *max_element(airT.begin(), airT.end());
    airTmin = *min_element(airT.begin(), airT.end());
    for (auto& data : airT) {
            airTM.push_back(((data- airTmin)/(airTmax-airTmin))*(1-0)*(1));
    }
//decimal
    if (abs(roadTmax)>abs(roadTmin)){
            powOften_road = power(abs(roadTmax));
    }
    else{
            powOften road = power(abs(roadTmin));
    }
    if (abs(airTmax)>abs(airTmin)){
            powOften_air = power(abs(airTmax));
    }
    else{
            powOften_air = power(abs(airTmin));
    }
    for (auto& data : roadT) {
```

```
roadTD.push_back(data/pow(10,powOften_road));
    }
    for (auto& data : airT) {
            airTD.push_back(data/pow(10,powOften_air));
    }
//Z-score
    float roadAvg = accumulate( roadT.begin(), roadT.end(), 0.0)/roadT.size();
    float airAvg = accumulate( airT.begin(), airT.end(), 0.0)/airT.size();
    for(int i = 0; i < roadT.size(); ++i)</pre>
         roadSD+= pow(roadT[i] - roadAvg, 2);
         airSD+= pow(airT[i] - airAvg, 2);
    }
    roadSD/=roadT.size();
    airSD/=airT.size();
    for(int i=0;i<roadT.size();i++)</pre>
    {
        roadTZ.push back((roadT[i]-roadAvg)/sqrt(roadSD));
        airTZ.push_back((airT[i]-airAvg)/sqrt(airSD));
    }
//give output to file
    ifstream inFile;
    inFile.open("weather.csv");
    ofstream outfile;
    outfile.open("Output.csv");
    getline(inFile,line);
    line=line+",RoadTempMin-max,AirTempMin-
Max,RoadTempZ,AirTempZ,RoadTempDec,AirTempDec\n";
    outfile<<li>ine;
    int k=0;
    while(getline(inFile,line))
line=line+","+to_string(roadTM[k])+","+to_string(airTM[k])+","+to_string(roadTZ[
k])+","+to_string(airTZ[k])+","+to_string(roadTD[k])+","+to_string(airTD[k])+"\n
";
        k++;
        outfile<<li>ine;
    }
    return 0;
}
```

Output:

Before:



After:

